

IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method for providing an authentication service in a gaming network including gaming machines, the method comprising:

publishing the availability of the authentication service on the gaming network;

sending service information for a gaming service provided by a service provider to a discovery agent on the gaming network;

~~receiving by the authentication service from the discovery agent a request to authenticate the gaming service;~~

~~providing an authentication response to the discovery agent;~~

determining by the discovery agent that the gaming service is authorized;

in response to determining by the discovery agent ~~using the authentication response~~ that the gaming service is authorized ~~authentic~~, publishing by the discovery agent service information to a service repository to make the gaming service available on the gaming network;

receiving a request to register with the authentication service from the ~~gaming service~~ service provider;

receiving a request to register with the gaming service from a service requestor;

authenticating the service requestor using the authentication service; and

processing one or more service requests between the gaming service and ~~the authentication service~~ the service requestor, said service requests conforming to an internetworking protocol.

2. (Original) The method of claim 1, wherein the authentication service comprises a web service.

3. (Original) The method of claim 2, wherein the service request is formatted according to a service description language.

4. (Original) The method of claim 3, wherein the service description language is a Web Services Description Language (WSDL).
5. (Original) The method of claim 2, wherein the authentication service is registered in a UDDI registry.
6. (Original) The method of claim 2, wherein the authentication service accesses an authentication database.
7. (Original) The method of claim 6, wherein the authentication database is accessed using an LDAP protocol.
8. (Original) The method of claim 6, wherein the authentication database is accessed using a RADIUS protocol.
9. (Original) The method of claim 1, wherein the authentication service is a local service in the gaming network.
10. (Original) The method of claim 9, wherein the authentication service is provided at a well known location.
11. (Original) The method of claim 10, wherein the well known location comprises a TCP/IP address and port.
12. (Original) The method of claim 10, wherein the well known location comprises a message queue.
13. (Original) The method of claim 10, wherein the well known location comprises a file location for performing a file transfer operation.

14. (Original) The method of claim 9, wherein the authentication service is registered in a local environment for the service.

15. (Currently Amended) A gaming network system providing an authentication service, the gaming network system comprising:

a service provider communicably coupled to the gaming network and operable to provide a gaming service;

at least one gaming machine communicably coupled to the gaming network and operable to request a service from the service provider;

an authentication server hosting an authentication service, said server communicably coupled to the gaming network and operable to:

publish the availability of the authentication service on the gaming network;

receive a request to register with the authentication service from a service provider on the gaming network; and

process one or more service requests between the service provider and the authentication service, said service requests conforming to an internetworking protocol.

and

a discovery agent communicably coupled to the gaming network, the discovery agent operable to:

receive service information from the gaming service,

~~send an authentication request to the authentication service,~~

~~receive a response from the authentication service and using the response to~~

~~determine if the gaming service is authentic, and~~

publish service information for the gaming service upon determining the gaming service is ~~authentic~~ authorized for the gaming network.

16. (Original) The gaming network system of claim 15, wherein the authentication service comprises a web service.

17. (Original) The gaming network system of claim 16, wherein the service request is formatted according to a service description language.
18. (Original) The gaming network system of claim 17, wherein the service description language is a Web Services Description Language (WSDL).
19. (Original) The gaming network system of claim 16, wherein the authentication service is registered in a UDDI registry.
20. (Original) The gaming network system of claim 16, further comprising an authentication database and wherein the authentication service accesses the authentication database.
21. (Original) The gaming network system of claim 20, wherein the authentication database is accessed using an LDAP protocol.
22. (Original) The gaming network system of claim 20, wherein the authentication database is accessed using a RADIUS protocol.
23. (Original) The gaming network system of claim 15, wherein the authentication service is a local service in the gaming network.
24. (Original) The gaming network system of claim 23, wherein the authentication service is provided at a well known location.
25. (Original) The gaming network system of claim 24, wherein the well known location comprises a TCP/IP address and port.
26. (Original) The gaming network system of claim 24, wherein the well known location comprises a message queue.

27. (Original) The gaming network system of claim 24, wherein the well known location comprises a file location for performing a file transfer operation.

28. (Original) The gaming network system of claim 23, wherein the authentication service is registered in a local environment for the service.